

## **ABSTRACT**

### **DEVELOPMENT OF ANIMAL CLASSIFICATION EDUCATIONAL GAME USING *ADOBE FLASH PROFESSIONAL CS5* AS A LEARNING MEDIA FOR 7<sup>TH</sup> CLASS BIOLOGY LESSON IN SMP N 15 YOGYAKARTA**

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The purpose of this research are designing and making education game as a learning media in biology lesson which is the main subject are about phylum, class, order, family, genus, and species; and find out the quality percentage of the game.

The method in this research is Research and Development. The research is in SMP N 15 Yogyakarta. The subjects of the research are the students in class 7<sup>th</sup> and the object is the education game of animal classification as a learning media in biology lesson. The method to collect data in this research is using observation and documentation, and method to analyze data is using descriptive quantitative analysis.

The product from the research is an educational game of animal classification as a learning media in biology lesson in the school class 7<sup>th</sup>. The quality of the lesson's result from teacher's experiment after trying the game is 76, 56%. The result about quality of the media from the lecturer's experiment after trying the game is 86, 68%. And the result about the design of the game, program operation, navigation, and benefit from 68 student experiments after using the game is 92, 94% so this learning media is proper to use as a learning media for biology lesson class 7<sup>th</sup>.

Key Words: biology, educational game, learning media.